

(12) UK Patent Application (19) GB (11) 2 201 351 (13) A  
(43) Application published 1 Sep 1988

(21) Application No 8629696

(22) Date of filing 12 Dec 1986

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(51) INT CL.  
A63F 3/02

(52) Domestic classification (Edition J):  
A6H 3A

(56) Documents cited  
GB 1588627 GB 17.534/1914 GB 18.266/1895  
Les Jeux d'Echecs Non Orthodoxes,  
Joseph Boyer (1951) pp 56-59

(58) Field of search  
A6H  
Selected US specifications from IPC sub-class  
A63F

(54) Chess game

(57) A chess-type game is played on a 14 x 14 board with an augmented chess set. In playing the game, knights and pawns can have augmented moves and, by agreement it is possible for each player in turn to make two moves at one time.

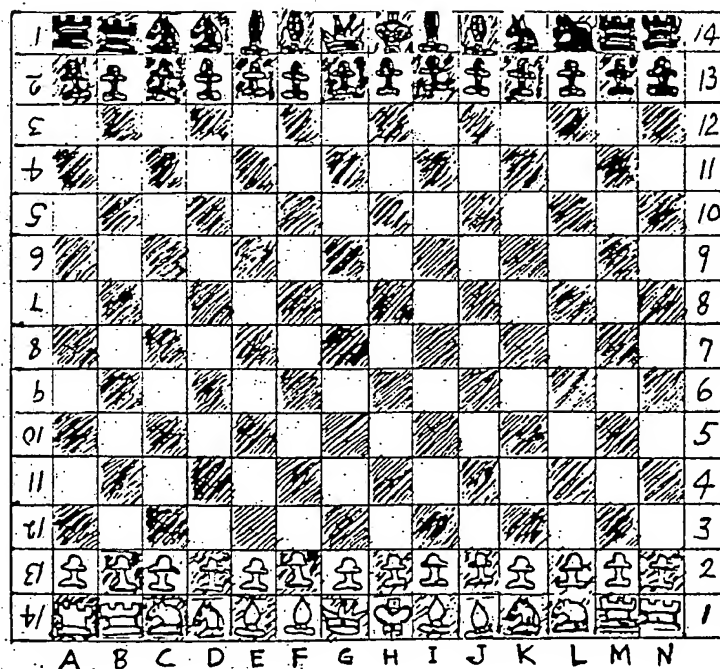


FIG. 1

The drawing(s) originally filed was (were) informal and the print here reproduced is taken from a later filed formal copy.

The claims were filed later than the filing date within the period prescribed by Rule 25(1) of the Patents Rules 1982.

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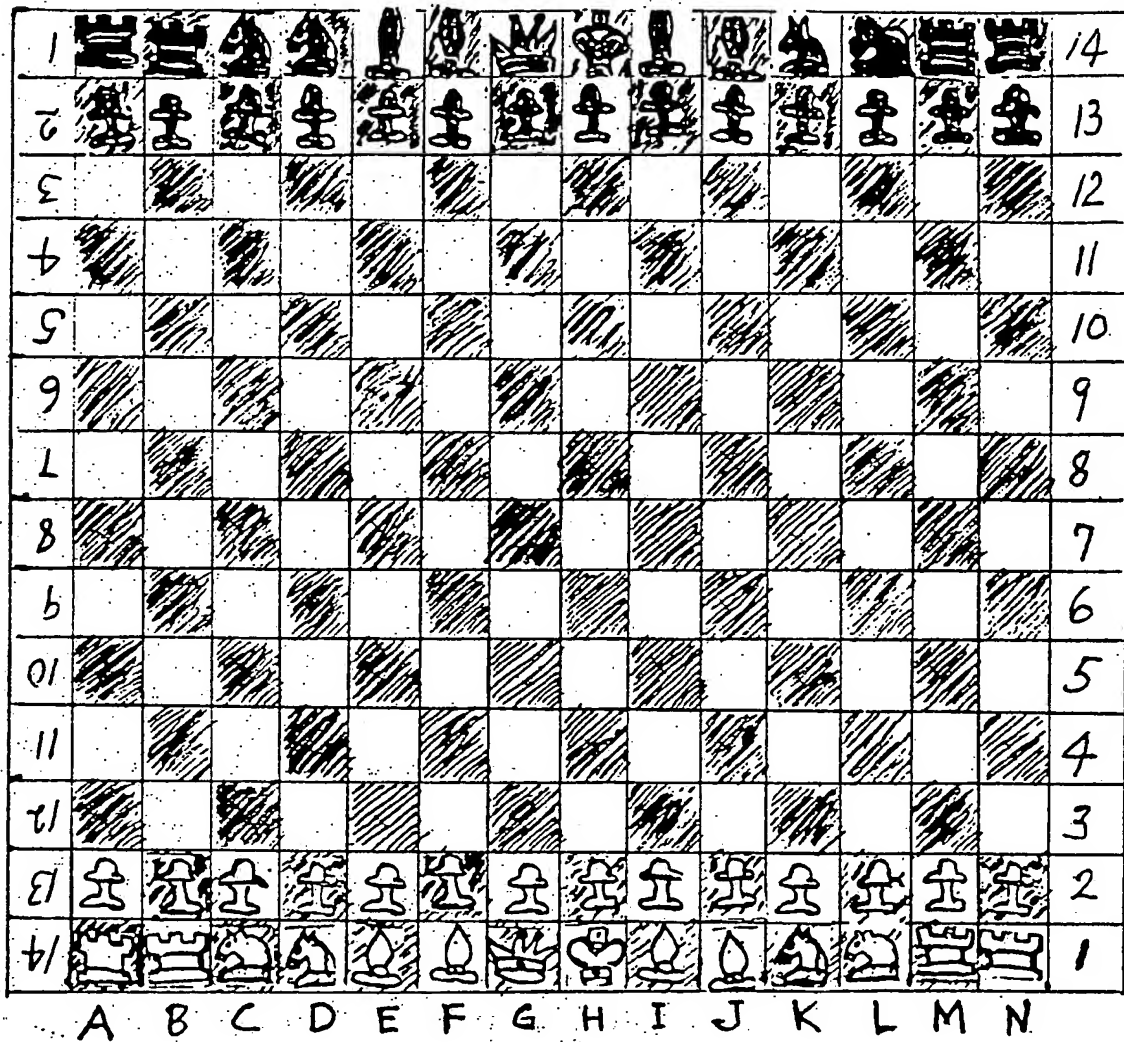


FIG. 1

E D G A R "S CHES MENTAL TRIGGER

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FOREWORD:

When it comes to good board game playing, this chess game playing innovations/variations would be hard pressed to find more enjoyable to play as it is aimed to-

- a. Present more challenges through varied permutations,
- b. Limiy possibilities of draws in master games,
- c. Prevent the possibility of "computer overtake", and
- d. Offer mental enjoyment with unlimited board offerings.

From the above-mentioned game, emanate the following new features which are conspicuously visible and possible as the game progresses:

1. New shapes and size of the chess board
2. All officers (except King and Queen) are moved inwards while the King and Queen occupy the outer files of different colours.
3. Names of vertical lines are A, B, C, D, E, F, G, H, I J K, L, M, and N. files.
4. Bishop obtain tandem force
5. Knights can possess lock squares

6. Central control becomes difficult to dominate
7. Pawn mobility is very volatile
8. Prophylactic moves increase in importance
9. Sacrificial chances are increased and so with risks
10. Elements: Chess as played by two opponents who move alternately on a chess board which is made up of one hundred ninety-six (106) - fourteen (14) horizontal and fourteen (14) vertical files / row squares or a total of 206.25 per cent increase from the traditional chess board.

As the game begins, each player is provided with:

One (1) King	- no increase
One (1) Queen	- no increase
Four (4) Bishops	- 100 % increase
Four (4) Rooks	- 100 % increase
Four (4) Knights	- 100 % increase
Fourteen (14) Pawns	- 75 % increase

11. BOTH PLAYERS MUST DECIDE THE MODE OF "PIECE MOVEMENT" -

(whether two or one piece movement at a time is desired

or not) PRIOR COMMENCING THE GAME IN WHICH CASE THE

RELEVANT RULES WITH SPECIFICATIONS WILL APPLY.

RATIONALE:

The invasion of table games- specifically Chess, in the living rooms here and world-wide, coupled with the nagging occurrence of draws in most recent master games, has led the undersigned to embark into this attempt to make innovations/variations on this renowned chess game.

Being a chess enthusiast himself, the task of taking an in-depth study of the game playing method, has successfully realized the possibility of more game challenges with the contemporary living as the imaginative playing field:

1. To cope up with the complexities of the ever changing society, the chess board has to expand (symbolically the country) and widen its horizons - hence, the 206.25 increase in size per centage.
2. The Queen (as confronted by local or international multifarious problems) needs more "guards/officers" to protect her and the country's interests - hence the 98 per cent of increase of chess pieces.
3. The pace of everyday living has doubled up, hence the possibility of moving two pieces at a time.

4. The existing powers (both from within and from without)

need the strategic positioning of the pieces- hence, the

added power of the Bishop as well as the other pieces as

specified by the doubled number and moves.

It would be noted that as the game progresses so would the complexities of the players' moves complicate.

Finally, this innovations/variations aim not to disregard nor supersede the traditional chess game as authored by many chess authorities and enthusiasts, who have painstakingly put into careful study and writing this well promoted game, rather, this undertaking offers another view of keeping up with the tradition of this ancient board game with a little spice of analytical playing compared with contemporary life - which is everyone's trivial pursuit of life's challenges.

SPECIFICATIONS:

It is however to be noted that all elements are basically the same as the 64 square Chessboard except for the following:

A. Moves:

1. The Knight moves four (4) forward and two (2) sideways to either left or right.

2. The Pawn's initial move is limited upto the seventh (7th) rank and the next moves henceforth can be from one or two moves only and captures as desired one square sidewise either left or right.

3. In the event of a checkmate, and the other player still has a move to make, said move becomes invalid.

4. En passant, when the player's pawn has reached the eighth (8th) rank, while the second player's pawn from the second (2nd) rank tries to move to the seventh (7th) rank or vice versa, the first player has the option to take it en passant in the traditional way but misses the chance to capture if he declines it. (This applies if the "two-piece" movement has been decided upon)

5. When the King is in check, it must be protected first before making any second move.

#### B. Positioning:

1. The white Queen stays on the dark squares of the chess board while the dark Queen stays on the light squares.
2. Two Rooks are placed on the extreme ends of the board.

#### C. Castling:

1. If two (2) Rooks beside the King have not moved, there will be three (3) spaces on the Queen side and two spaces on the King side upon castling.
2. If one (1) of the Rooks has moved forward the King can castle in the traditional way.
3. Castling is considered as one of the two (2) pieces moves.
4. To be able to castle, either of the Rooks and the King must not have moved yet and the King is not in check as well as there's no enemy power in between the empty spaces on the way of the King in castling.



CAUTION:

1. Those who have considered chess playing a great hobby and mastered the traditional sixty-four (64) squares game, are recommended to play this variation/innovation as presented.

2. This game should be played with great care - it may cause addiction. Beware.

3. GOOD LUCK ..... HAPPY PLAYING.

Third Revision.

EAG/bsc

Note:- Four people can play the game as two teams or alternatively one against two. When playing as a team of two the moves are played alternately.

(PANEL C)

# CLAIMS

**POOR  
QUALITY**

As the game begins, each group of opponent players is provided with:

- One (1) King with no increase
- One Queen with no increase
- Four (4) Bishops with 100% increase
- Four (4) Knights with 100% increase
- Four (4) Rooks with 100% increase
- Fourteen (14) Pawns with 75% increase

Names of the horizontal lines are A B C D E F G H I J K L M N  
FILES.

MOVES: It is however noted that all elements are basically the same as of the sixty-four squares chess board except for the following moves.

Figure 4- The Knight moves four (4) forward and two sideways either left or right.

Figure 5-- The Pawn's initial move is limited up to the seventh rank.

Hence the Pawn's next move can be from one or two moves only and captures as desired one square sideways either left or right.

In the event of a checkmate, and the other player still has a move to make, said move becomes invalid.

EN PASSANT: When the first player's Pawn has reached the eighth (8th) rank while the second player's Pawn from the second (2nd) rank tries to move to the seventh (7th) rank or vice-versa, the first player has the option to take it EN PASSANT, but misses the chance to capture if he declines to do it.

Figure 6 illustrates En Passant.

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(PANEL D)

CLAIMS

Figure 7 illustrates that if the King is in check, it must be protected first before any other move.

CASTLING: It is considered as one of two (2) piece moves. To be able to castle, either of the rooks or the king must not have moved yet. The King is not in check, as well as there is no power from the enemy that is bearing down on the empty spaces to which the king is trying to castle. Figure 8- Two rooks have not moved, there will be three spaces or squares on the Queen side and two spaces on the King side.

Figure 9- One of the rooks has moved, it is still possible to castle as long as the king has not moved and also to that of the other rook.

Figure 10- This shows the movement of the Queen.

Figure 11- This shows the movement of the King. King move one square at a time.

I2- Four people can play the game as two teams or one against two. When playing as a team of two, the moves are played alternately.

I3- Both Players must decide the MODE OF PIECE MOVEMENT, That is, whether two or one piece movement at a time is desired or not. If the two piece move is agreed, when ever the total number of elements will come to ten (10) then the game will be played as in a one piece movement.

Figure I2- As regards castling, it is possible or discretionary on the part of the player whether to leave one space between the rooks and the king or not, depending on what is judge to be more favourable. this apply on both king side or queen side.

Amendments to the claims  
have been filed as follows

CLAIMS

1. A board game comprising a chequered board divided into 196 squares of alternately light and dark colours arranged in 14 ranks and 14 files, and further comprising 56 playing pieces arranged as two similar sets of 28 playing pieces with each set of a different colour, wherein the 28 playing pieces of each set comprise the following chess pieces:

1 King, 1 Queen, 4 Bishops, 4 Knights, 4 Rooks, and  
14 Pawns,

which pieces are to be arranged on the board for playing a chess-like game.

2. A board game according to Claim 1 wherein, in the initial set-up of the game, all the Pawns of a set are in the second rank (Rank 2) and all the remaining pieces of a set are in the first rank (Rank 1) with the King and the Queen ~~are~~ positioned in the seventh and eighth files (Files G and H), the four Bishops in the fifth, sixth, ninth and tenth files (Files E, F, I and J), the four Knights in the third, fourth, eleventh and twelfth files (Files C, D, K, and L), and the four Rooks in the first, second, thirteenth and fourteenth files (Files A, B, M and N).

3. A board game substantially as herein described with reference to and/or as illustrated in the accompanying drawings.

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